

```
1  #include "defs.h"
2  #ifndef _MSC_VER
3  #include <malloc.h>
4  #endif
5  #include <assert.h>
6
7  void ConnectedSet(struct pixel s, double T, unsigned char** img, int width,
    int height, int ClassLabel, unsigned int** seg, int* NumConPixels) {
8      *NumConPixels = 0;
9      struct pixel* B = alloca(sizeof(struct pixel) * width * height);
10     unsigned int lenB = 0;
11     unsigned int M = 0;
12     struct pixel c[4];
13
14     if (B == NULL)
15         return;
16
17     B[lenB++] = s;
18
19     while (lenB > 0) {
20
21         assert(lenB < width* height);
22         s = B[lenB - 1];
23         --lenB;
24
25         ConnectedNeighbors(s, T, img, width, height, &M, c);
26
27         if (seg[s.m][s.n] == 0) {
28             (*NumConPixels)++;
29         }
30
31         seg[s.m][s.n] = ClassLabel;
32
33         for (int i = 0; i < M; i++) {
34             if (seg[c[i].m][c[i].n] == 0) {
35                 B[lenB++] = c[i];
36             }
37         }
38     }
39 }
```